

BLOOD AND IRON

Number 22 June 30, 1973
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BI is a forum for discussion of Diplomacy variants, multi-player games, and wargaming in general. Sub 7/\$1, single issue 2 8¢ stamps. BI is affiliated with the Midwest Organized Wargamers and its games are guaranteed against orphanization by that organization. Published tri-weekly by Lewis Pulsipher, 423 N Main, Bellevue, MI 49021. This is Orion Press Publication #53. Copyright © 1973 Lewis E. Pulsipher A list of back issues of OP publication is available.
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Well, this issue begins auspiciously. My typer failed to skip a line and I started the stencil over. Ho, hum..

ABERRATION IV

Rod Walker

1. Aberration IV is a game of 9-man Diplomacy. There are 48 supply centers and victory is thus achieved by having 25 units on the board at the end of any turn. All regular rules of Diplomacy are used, except as noted below.

2. Opening positions. Spain begins with A Svl (Seville), A Mad, F Val; Sweden begins with F Mal, A Kal, F Sto. All other opening positions are the same except: England: F Lpl, A Lon; France: A Bre, F Mar; Russia: A StP.

3. Abbreviations. First three letters. Most are indicated on the map. New provinces, with abbreviations but not full name indicated: Sto, Stockholm; Kal, Kalmar; Mal, Malmö; Lig, Ligurian Sea; Cor, Corsica; Sar, Sardinia; Sie, Sicily; Van, Vanern; SAT, South Atlantic; Mrn, Morean Sea; Ire, Ireland; Rig, Riga Sea; Val, Valencia; Bad, Baden; Jem, Jemland; Lap, Lapland; Dan, Danzig Sea; Ice, Iceland; BBis, Bay of Biscay; Ode, Odessa Sea; Trab, Trabzon Gulf; Aeo, Aeolian Sea; Pal, Palma Sea; Nav, Navarre; Cat, Catalonia; Mad, Madrid; Aal, Aaland Sea; Kar, Karelia.

4. The Spring Raid will be used. Occupation of a supply center by a hostile force in Spring nullifies all possession of that center. Whoever occupies that center in the Fall owns it; if it is left vacant it is unowned. However, a player may give advanced written permission for another player to place a unit in a specified supply center in the spring; in this case, ownership is not affected.

5. Changing of the Guard is used. A fleet and an army, of the same country, occupying two adjacent coastal provinces, may legally be ordered to exchange places. If, however, one of them is stood off, neither may move.

6. The Key Rule is used. A unit, ordered to move but stood off, is dislodged if its province is attacked by a unit of another country. This rule applies only if no other unit attempts to enter the same province. If more than one unit attempts to enter the province, and they are unsupported, they stand off and the original unit remains; if they are equally well supported, they stand off and the original unit must retreat. Application of this rule is limited by Rule 8, below.

7. Convoy. If a convoying fleet is dislodged and annihilated, the army being convoyed is annihilated. If an army is ordered to a location via convoy, and the destination indicated in the order for the last convoying fleet is different than that indicated in the army's order, the convoy succeeds and the army is convoyed to the

location indicated in the fleet's order. Fleets located in Denmark and Constantinople may convoy. Fleets in Corsica, Sardinia, Sicily, and Crete may convoy.

8. Combat factors. Each unit has a combat factor of 10 when constructed. It also is advanced to a factor of 10 during each Winter. A stand-off reduces the combat factor of a unit by three. A successful action against hostile units reduces the combat factor by one. A defeat reduces the combat factor by five. A unit with a combat factor of 0 (i.e., defeated twice in the same year) is annihilated (but a new unit may then be built to replace it). Units of less than 10 factors are so indicated in move notation: A Mun (9). Changes are also indicated: A Mun-Bad/D/ (-5) ?Sil, Boh, Ber/.

9. Seasons. Each game has four seasons. Spring, Summer, and Fall moves and Winter builds. Retreats are considered as being in June, September, and December. The year 1901, however, has only two move seasons, Summer and Fall (Spring 1901 being regarded as "mobilization").

10. Unordered units. A unit which is unordered loses one combat factor. If it is attacked unsuccessfully, it loses 5 combat factors. If it is dislodged, it is annihilated. Note: a unit ordered to hold, support, or convoy, and which is unsuccessfully attacked, loses two combat factors.

11. Armored units. Any nation may construct armored units. These are indicated by the symbol DA (double army). An armored unit has 20 combat factors and loss of combat factors for defeat, stand-off, etc. Is double that of a regular army. However, an armored unit is supported by 1.5 supply centers; thus, it takes three centers to build two DA's. This is an effect of industrial efficiency. It is legal for a player with two new centers to build one DA and reserve the left-over 0.5 supply center. It is legal to use 0.5 center to convert an A to a DA, provided the A is (a) anywhere within the homeland or (b) currently located on a supply center. There can be no DF. A DA may be convoyed.

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The primary reason for printing A IV is that Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514 is attempting to revive Rod Walker's postal section of this game. He needs one more player, I think, who is one of three with fairly equal positions. There's no game fee. This should be good experience for anyone interested in variants.

4000 AD

Spring 4003

The moves for Todd Roseman were made by John Cleaveland this time. Paul Wood's moves were made by a neutral player, since Paul is confused about the board configuration (he doesn't have a copy of the game).

Algol (Langs) 3(AR-3)-Pola, 2 Pola*Ham, 8(Ay-2)

Antares (Cleaveland for Roseman) 4(LR-2)-Acr, 2(IR-1), 1 Acr*Spi
6(LR-1) ((You're allowed only one departure per turn!))

Pavo (Stump) 4(GR-2)-Sol, 2 Alin-Den

Regulus (neutral for Wood) 4(FY-1)

Positions after moves:

Algol: 1 Men, 1 Alde, 6 Alg, 2 Ham, 1 Pola, 8(AY-2)

Antares: 2 Acr, 1 Thu, 1 Rut, 8 Ant, 5 Veg, 2(IR-1)

Pavo: 2 Fom, 4 Sol, 1 Alge, 1 Alin, 2 Den, 8 Pav

Regulus: 8 Reg, 2 Avi, 3Adh, 1 Poll, 2 Mer 4 (FY-1)

Deadline for Fall 4003 is July 20 at noon at Bellevue.

The following press is remainder from last time.

The reason why the captain was on the SMITH and not on his old ship, the CROATIAN, was because there wasn't any CROATIAN any more. There was no more CROATIAN because it was ambushed and destroyed by the suicidal tactics of the warriors of Algenib III. He was the only survivor. He didn't cry but later he got drunk.

FIRST COLONIAL EXPANSION PERIOD - Early in the fifth millenium, the newly-created interplanetary systems embarked on a series of expansion programs simultaneously. Therewere four such powers, each being approximately equal on the Kricker scale of technology. These four were: Regulus, Pavo, Antares, and Algol. (Loc. cit. Star reference chart and civilizations Fifth Millenium.) It seems apparent from the reconstructed civilizations that alliances were fluid during this stage. Occupation of neighboring systems was accomplished easily with few casualties. (Loc. cit. Colonial policy under individual occupation governments.) As the various occupational systems were antipodal, it was many years before any actual direct conflict between the major powers.

The next stage of interstellar growth was more violent, however...

Excerpt from the ENCYCLOPEDIA GALACTIKA, 56th Edition

Now for this season:

Bombastic Unmentionable Misanthropes Brandishing Loathsome Elocution (BUMBLE): You, the ravenous, greedy, grasping, rending, war mongering, child molesting, dog kicking, monopolistic, capitalistic, communistic, fascistic, monarchistic, dirty, stinking, filthy, double parking, interstellar empires -- BEWARE!! WE, the terrible and mighty Parah-Noyd are coming!!!

Interstellar News and Nepotistic Enterprises (INANE): ((When we left you last time, CAPTAIN AXE BERSERKER was massaging his face with QT Space-Tan Lotion when MISS APPLECART PLUM, his First (and favorite) mate entered his cabin with vital news from her scouting expedition to Alpha Eridani VI (dubbed "Bloody Gutz" by the Captain). After two hours of "de-Briefing" the First Mate reported that the planet was occupied by an unarmed farming colony of the pacific natives of Love (Alpha Eridani VII), who welcomed the expedition and offered a peaceful haven for as long as they wished. We now return to the story to hear the captain's reaction to this information.))

"KILLLLLLL!!!!!!"

((Tune in next time for more exciting action with our fearless spaceman and professional puppy drowner, CAPTAIN AXE BERSERKER!!!))

(Excerpt from History in the Making) Baker wandered into Pavo's capital Darloon at the outbreak of the war. He was armed with 2 Krupp I laser pistols and articles of introduction for the Secretary of State.

The Secretary of State learned that Lafayette C. Baker had been a Vigilante upon the North Coast after the murderous attack of the head-hunting Tergans. In essence Baker was a detective and wanted to start a new detective bureau. One that would get rid of all the spies, informers, and traitors in Darloon. The Secretary set up a meeting with the President,

Baker was confident of his acceptance. He already had a few loyal agents with him. He had even thought of a name for it. It was to become one of the most hated and feared names from Pavo to Regulus. It was THE GESTUMPO.

Variant Game Designations

1973ACco. Abstraction. Nick Shears, Down Alien Skies. A-Greg Lee, E-Colin Cayless, F-Mike Congreve, G-Martin Green, I-Brian Lombard, R-Mike West, T-Richard Freedman. South African.

Mark Weidmark, the number for you AHKD game was in BI 20. Paul Wood has started two new variants, but I don't have player lists yet. That makes 31 in half a year.

72.23h and 73.14h

Roseman didn't manage to make it, so these games will be delayed until July 20. Moves may be changed in the meantime.

73Adi Spring 1903

Bel-StP-Vie (Sleight) A StP-Liv, A Rum-Ukr, A Vie (S) LANGS A Tyr-Tri,
F Hol (S) Schwass A Ber-Kie (NSO)
Bre-Con-Swe (Jordan) F Swe-Nwy, F Ska (S) F Swe-Nwy, A Ank-Con,
F Bla (S) WOOD A Sev-Rum
Den-Par-Sev (Wood) F Den-Nth, F Kie-Hol, A Sev-Rum, A Mos-StP, A Bur
(S) LANGS F Bel
Edi-Gre-Ven (Langs) A Tyr-Tri, A Ser (S) A Tyr-Tri, A Gre (S) A Ser,
F Bel (S) WOOD F Den-Nth
Hol-Liv-Tri (Hull?) NMR. A Bud, A Edi, F Lon, F Eng (H), A Tri (H)
(D, (R) ob, Alb, Ven)
Kie-Smy-Spa (Schwass?) NMR A Spa, F Mar, A Ber (H)
Mun-Por-Rom (Keller) F Bre (S) SCHWASS A Spa-Gas (NSO), F Por-Mid,
A Mun (S) A Ven-Tyr, A Ven-Tyr, A Apu-Rom, F Rom-Tyr

Nice job on the indents. Deadline for Fall 1903 moves is July 20 at noon. Rick Brooks is asked to submit standby moves for Hull, and John Cleaveland for Schwass. Mark Weidmark can back them both up. Other standbys for this game, by the way, are Mike Bartnikowski, Dave Staples, and Randolph Bart. I'd be very worried about Hull except that at DipCon I heard that the latest Tangelo Express includes an article concerning the YV, and I don't have that issue yet. It is possible that it (and the moves) were lost in the mail. The people in Schwass' and Matthews' carbon copy games might be interested to know that the MOW GM group is giving them until July 15 to get going again; if they don't, new GM's will be appointed.

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Jim Murphy, 7121 Tyrone Ave., Van Nuys, Calif. 91405 has openings for YV in Drawoff for a sub (8/\$1) and \$1 position deposit. YV maps are available from Burt Labelle, Forest Park #23, Biddeford, Maine, 04005.

Fred Winter, 5912 Sugarbush Ct., Greendale, Wis. 53129 has openings for an 11-man variant using the regular board and rules. The neutral centers are grouped to form four more powers. Gamefee- free.

Dave Staples, RR 1 Box 120, Fargo, ND 58102 has openings for 1934, a WWII variant, \$2 (partially refunded) plus sub to The Rigot (\$7/\$1). I'll describe this one next issue. I'm running out of space.

ABERRATION IV

BY IVO WALKER





MOW MICHIGAN CON I

JULY 15 1973

SUNDAY

1973

DETROIT AREA - HACKETT FIELD HOUSE in Highland Park, Michigan - see map on next page
10AM to 9PM
Entry Fee - \$1.00 (75% MOW Members)

TOURNAMENTS (Entry fee for each tournament is 25%)

PANZERBLITZ TOURNAMENT - SITUATION 13 - PRIZE OF RICHTHOFFEN'S WAR FOR THE WINNER
(PRIZE DONATED BY THE AVALON HILL COMPANY)

ASSASSIN TOURNAMENT - PRIZE OF DUNKERQUE FOR THE WINNER - DONATED BY SIMULATIONS
DESIGN CORPORATION

NORAD TOURNAMENT - PRIZE OF DUNKERQUE FOR THE WINNER - DONATED BY SIMULATIONS
DESIGN CORPORATION

BORODINO TOURNAMENT - PRIZE OF LEIPZIG FOR THE WINNER, \$6.00 S&T GIFT CERTIFICATE
FOR RUNNER UP - DONATED BY SIMULATIONS PUBLICATIONS INCORPORATED

MINIATURES

NAPOLEONICS MINIATURES DEMONSTRATION BY "THE SOLDIER SHOP"

CIVIL WAR MINIATURES FOR KIDS BEGINNERS.

VICTORY AT SEA MINIATURES

SAILING MINIATURES

BOARD GAMES

PLENTY OF GAMING ACTIVITY ALL DAY - FIND YOUR OWN OPPONENTS OR REGISTER AT THE DOOR -
DIPLOMACY, STRATEGY I, STARLORD, AH GAMES, S&T GAMES, SDC GAMES, GO, CHESS, SPORTS
GAMES, ETC., ETC.

INFORMAL TRIP TO THE DETROIT ZOO FOR THE WIVES IF ENOUGH INTEREST - CAR CARAVAN MADE UP
OF PARTICIPANTS - WILL LEAVE THE CON SITE BETWEEN 12:00 AND 1:00

DOOR PRIZES: CONFLICT MAGAZINES, BALBOA GAME COMPANY'S BATAAN, BATTLE OF BRITAIN RE -
VISION RULES, STAR TREK RULES

TABLES - FOR DISTRIBUTION OF FREE ZINES BY AMATEUR MAGAZINE PUBLISHERS
FOR SALE AND DEMONSTRATION OF GAMES BY VARIOUS GAME COMPANIES

GAME AUCTION IN THE MIDDLE OF THE AFTERNOON

WHAT TO BRING: ANY GAMES YOU WISH TO PLAY TO BE SURE THEY'RE THERE: EXTRA CASH FOR
MEALS AT LOCAL BURGER JOINTS: YOUR GAMING FRIENDS: ANY GAMES YOU WANT TO SELL,
AUCTION OFF, OR TRADE

(over for directions)

MOW DETROIT CON II - TOURNAMENT INFORMATION SHEET

PANZERBLITZ - Situation 13 will be used as detailed on the previous page (with the correction that the armored car included with assault guns and SPA's is numbered 234/1 instead of 234/3). The first prize will be Avalon Hill's latest game, Richthoffen's War donated by The Avalon Hill Company. The highest scoring loser will be awarded a \$5.00 AH gift certificate. This will start between 10:30 and 11:00.

ASSASSIN - This time-travel game from Conflict #3 will be played superimposed on a map of Michigan. The tournament will last until the last person is left. First prize is the game Dunkerque donated by Simulations Design Corporation. Begins at 2:00.

NORAD - This game from Conflict #5 is easy to learn and play. Since each game takes a total of 20-30 minutes, this will be an elimination-type tournament with play lasting until the final winner is determined. The shortness of the game will allow players in other tournaments to participate in-between their other activities. First prize in the game Dunkerque donated by Simulations Design Corporation. Begins between 11:30 and 12:00.

BORODINO - This is the game from S&T #32. The September 7th Battle Game scenario will be played using all regular Borodino rules - no optional rules will be used. One game will be played and sides will be assigned by lot. The winner of the tournament will be the one with the highest number of victory points based upon the following: Russians - 1 point for each French combat factor destroyed, plus points equal to twice the intrinsic strengths of the redoubts he holds at the end of turn 40; France - 1 point for each Russian combat factor destroyed, plus ½ point for every French combat factor to leave the East side of the map between the two roads, inclusive. First prize will be a Leipzig game; second prize a \$6.00 SPI gift certificate, both donated by Simulations Publications, Inc. This tournament will begin at 4:00.

All participants are asked to bring along any games they have for the tournaments they plan on entering.

MAILING LIST/MOW MEMBERSHIP/CON REGISTRATION FORM

NAME - - - - - PHONE - - - - -

ADDRESS - - - - -

- - - I would like to remain on the MOW Gamers list as an active gamer.

- - - I would like to remain on your mailing list for future events.

- - - I would like more information on MOW summer cons when available.

- - - I would like to join MOW, \$1.00 membership fee enclosed.

- - - I will attend the MICHIGAN CON II convention, \$1.00 admission fee enclosed (\$75 if joining MOW).

- - - I would like to enter the following tournaments at the con, 25¢ each entry fee is enclosed:

- - - Panzerblitz - - - Assassin - - - NORAD - - - Borodino

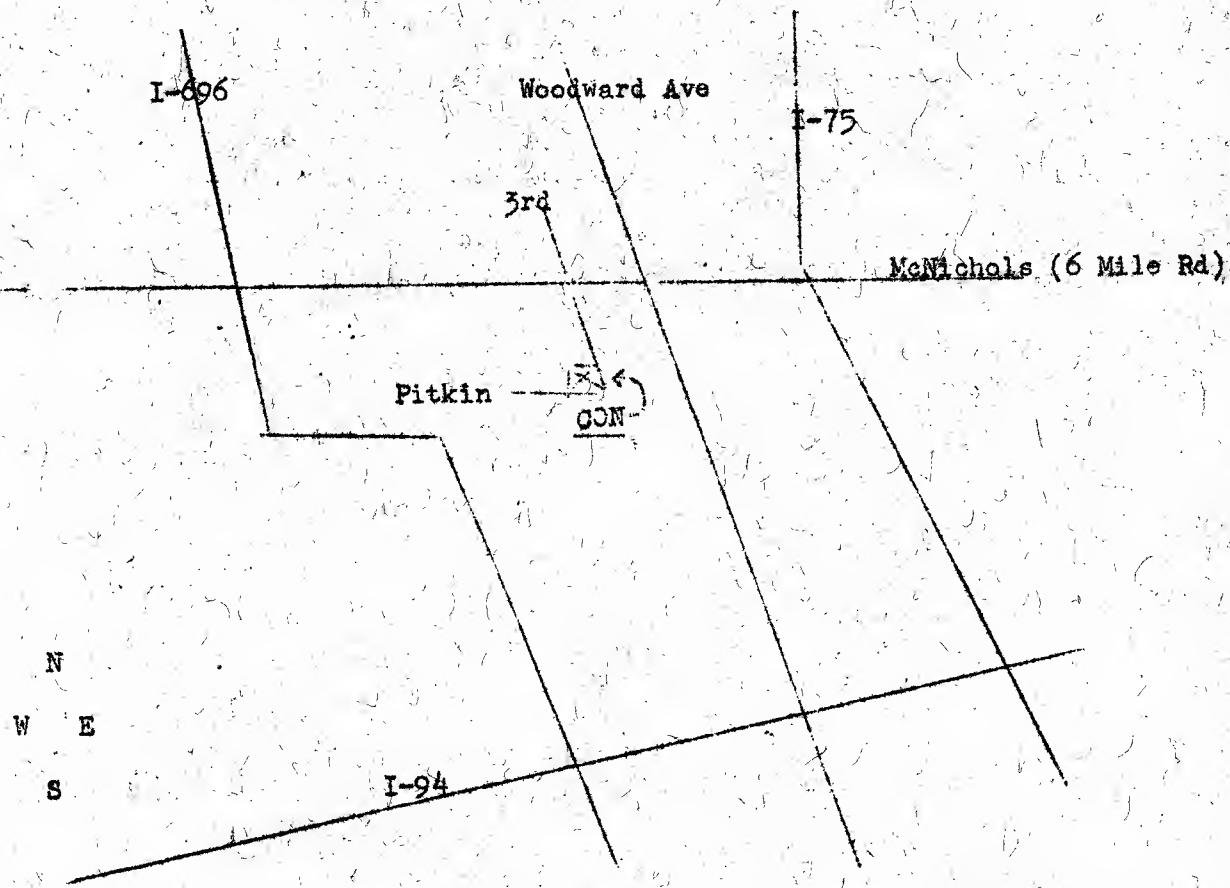
- - - Enter my order for - - copies of the Diplomacy Variant Package at 1.75 each (\$1.50 for MOW members) which will be available as of July 15, 1973.

Thank you. Please send forms to Paul J. Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080. Please make checks or money orders payable to Paul Wood.

MICHIGAN CON II

DIRECTIONS

The convention will be held at Hackett Field House, on the corner of 3rd and Pitkin in Highland Park, Michigan (Detroit area). Pitkin is 11 blocks South of McNichols Rd. (also known as 6 Mile Rd.) and two blocks West of Woodward Ave. This is between the I-696 and I-75 expressways and North of the I-94 expressway. Any map of Michigan should be able to direct you to the points shown in the drawn-out map below. The building is a large green gymnasium and is located on the Northwest corner. If you think you will want further information on the con or directions, write or call before that day as the building has no phone. Hope to see everyone there.



PANZERBLITZ TOURNAMENT

SITUATION 13 special rules, from Tom Oleson's articles in the Genral, vol. 8, nos. 1 and 2:

Each player starts out with one thousand points to spend on his forces in whatever way he wishes. Each unit has a cost in points determined by its attack factor (AF), Range factor (RF), defense factor (DF), movement (MF) and type.

UNIT COSTS (rulings that seem arbitrary are explained in the articles):

1. Tanks, tank destroyers, Puma and SdKfz 234/4 armored cars- add AF, DF, MF and RF (ex.: 50 points for Panther tank)
2. Assault guns, German SPA's & SdKfz 234/3 armored cars- add AF, DF, MF and $\frac{1}{2}$ RF (ex. SU 152 worth 68 pts, Hummel- 86.)
3. Infantry- add AF, DF, MF, RF counts as 1 for all units, (ex. Russian guards company worth 26 pts.)
4. Towed guns- $\frac{1}{2}$ AF plus $\frac{1}{2}$ RF plus DF and MF (German 88- 21pts.)
5. Misc.- Wagons- 4; Trucks- 7, German halftracks- 14, engineers- 18; Russian halftracks- 12, engineers- 16, cavalry- 20; Command posts- 5 for either side

No mines, fortresses or roadblocks will be allowed. The board will be determined at random before the tournament and the same configuration will be used for all games. No length-wise combinations will be used. Opponents enter on opposite sides, Germans and Russians will enter from the same side in all games, count the first hex entered as the first hex of movement for all units. Player with lowest number of units enters first.

Playing rules are the same as in standard Panzerblitz, with the addition of the indirect fire, real line of sight and panzerblitz assault optional rules.

Victory goes to the player with the highest number of points. Victory points determined by adding the total point value of all units a player has on the center board at the end of the twelfth turn and the total point value of all opposing units he has destroyed. To have their value included in the victory point total units in the center board have to have moved onto that board during the eleventh turn or earlier.

The winner of the tournament will be the player with the greatest number of victory points after one game. They will receive as a prize the new All gone Richtofen's War, there may be prizes for runners up.

All entrants are to be ready to begin playing at 11 A.M. There will be a 25¢ entry fee. Players will be paired off by officials. The side you play will be determined by chance.

A note on playing, in his article, Tom Oleson strongly recommends that you choose a mixed force when selecting units.

We request that everyone possessing a PB game bring it to the Convention, as extra pieces are sure to be needed.

It would help us greatly if those planning to play in the tournament would notify Paul Wood before the Convention date, this would shorten the unavoidable time of chaos before play begins.

This issue includes four pages of material concerning the MOW Detroit convention. It's already been used for 400 copies, and three pages are small type, so I don't know how it will come out. Note that MOW is now Midwest Organized Wargamers, encompassing Ind., Ill., Ohio, Mich., and S. Ontario. At DipCon I ran into many active gamers from Illinois, and I hope that MOW can set something up there very soon. We have some people in Ohio and Indiana as well, but there aren't as many gamers in those areas.

The Lone Ranger Rides Again....

I made it to DipCon, but I was forced to go alone, and my legs were in poor shape to begin with (residual of the phlebitis I had last year), so I did more sitting when I got there than anything else. I hadn't intended to play anything anyway. On Saturday (the only day I was there) the place was quite crowded (too many tables). There were 11 Dippy games going at once, plus miniatures and an AH tourny, so there were perhaps 140 people there. Naturally it took a while for me to find anyone I knew by name; Herb Barents and Tim Tilson were the only ones there that I'd met before. Walt Buchanan recognized me (in a way -- there aren't that many 6-7 people around) and immediately got Conrad von Metzke back-to-back to see who was taller. Walt has no mercy, even though he's 6-5 or so himself, so he had us pose for pictures! I walk into this supposedly intellectual gathering and almost the first thing that happens is comparison of heights. I didn't really mind, and I don't think Conrad did. It strikes me as strange that the people who assign the numbers in Dippydom are also the two tallest players (so far as I know -- and C is 1½" taller than I, by the way). Little guys like Birsan are really in the wrong hobby, obviously.

I almost feel sorry for Birsan, except that I'm sure Edi can take care of himself. He seemed to expect me to bite his head off, and during the IDA meeting that evening I semi-glowered at him just for the hell of it (I'm afraid I'm not above such things), and he through my name into what he was saying, somehow, to everyone's puzzlement. The IDA meeting was over three hours, but the time was needed; even then, we didn't really get to any new topics. The new insurance rate was set at \$3.50, and for one year a maximum of 50 games will be insured by IDA. Walt Buchanan suggested partially reimbursing Conrad for the expense of assigning Boardman Numbers, to the tune of \$25. Walt seems willing to use IDA money to support the efforts that keep dippydom going, like this and the insurance thing. Of course, these were only recommendations to the Council, but most likely they will be passed. I should have asked how the Ombudsman is doing. The "weak-Ombudsman" people have apparently won, but it may just be that the Ombudsman's activities are being hidden. The Custom column is gone, with nothing to replace it. We got reports on other activities at the meeting, but nothing was said about the Ombudsman. How about it, guys?

Speaking of the Ombudsman, if I wasn't a little wishy-washy I would have confronted Len Lakofka and found out exactly what his defense for his extremely misleading campaign statements, and about the demise of IFW (which, by the way, is definitely dead this time; Vice President Lee Atwood, who was the force behind the revival, has resigned, the man they put up for President moved without a forwarding address, the elections are long overdue, and even in

Chicago there are no longer regular IFW sponsored meetings). But I didn't seek Len out, and vice versa. Mark Weidmark wasn't there, which seemed to make some people happy, but I would rather have had the chance to observe him.

Two of three MOW people in the Dippy tourney made the finals. Herb didn't, but he was in the same game with Conrad. Since I didn't stay Sunday, I don't know who won the tourney, nor do I know who won the Calhamer Awards. John Biehl mentioned at the IDA meeting that definitions should be established for the categories; I think some categories should be changed as well, but that will have to wait until next issue. A few predictions are in order. Von Metzke should have won the "Meritous" Service Award. (Can anyone tell me where the hell that word comes from?) Since BI managed to get best new variant zine last year when only GM's were voting, and I didn't vote, and BI was competing against another of my zines, and only 16 pages had appeared at the time, I think it should win hands down this time. The only factor against that is my low circulation vs. TE's very high circ. I imagine 1721 or 1776 will get the variant award because they have had the greatest dissemination. 1721 is not a good game, but it is a very conservative variant, and this is always popular. 1776 is not as good as Diadochi II (or Jihad for that matter). I nominated Anarchy IV to see if it would get in, since it's somewhat more than a year old. You saw that it did. Diadochi II might be too old, for that matter. At least one of the postal variant games mentioned may be over a year old.

As Birsan told me, so far as the Awards are concerned I'm out-voted. They're here to stay. Unfortunately they have not yet been handled fairly or even competently. Next issue or the one after I'm going to make some suggestions, and I intend to see that the Calhamer Awards done well if I have to do it myself (which is probably what will happen...).

I wonder where Len got the money to throw DipCon. He has all the leftover IFW funds, which probably amounts to quite a bit. Next year's DipCon will be in Chicago again, by the way.

The IDA Handbook was sold at DipCon. Len was going to do it, but with two weeks left he changed his mind, and John Boyer got stuck with the job. He did his usual fine job. I have only one beef. Dear old IDA copyrighted the thing, but didn't assign rights to the authors. That means that my two original articles (out of five or six -- I don't know exactly how many as I don't have a copy) are out of my hands. I have to ask IDA if I want them reprinted. Thanks for letting us know ahead of time, boys.

Lewis Pulsipher

423 N Main

Bellevue, Mich. 49021

First class

first class

return requested